

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Altered vision

Convulsions Eye or muscle twitching involuntary movements

Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)











Nintendo does not license the sale or use of products

without the Official Nintendo Seal.

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Introduction	4	Game Controls	11
Starting the Game	4	The Starting Line	12
Main Menu	4	The Pause Menu	14
Game Options	5	The Upgrade Shop	14
Password Entry	7	Credits	16
Game Modes	8		
Truck Selection	9		
Event Selection	9		
Track Selection	10		

Introduction

Are you ready for some down-home, old-fashioned Monster Truck fun? Then climb into your Monster Truck, start your engine, and get ready to kick up some serious dirt! With MONSTER TRUCK MAYHEM for your Game Boy® Advance system tear up track after track as you race 4 different Monster Trucks. Upgrade your truck between races in the Modification shop and stomp on the competition with car-crushing action!

Starting the Game

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Main Menu

On the Main Menu Screen, you can choose one of the following by pressing the Control Pad Left and Right and pressing the A Button to make your selection:

New Game

This option allows you to select either the Quick Game or New Career Modes.

Password

Selecting this displays the Password Entry Screen where you can enter a password to load a previous game.

Options

Selecting this displays the Game Options Screen.

Game Options

On the Game Options Screen, you can choose to turn on/off the game's music and sound effects as well as view the game's credits.

Press the Control Pad Left or Right to choose your option:

NEW GAME

QUICK GAME OR NEW CAREER

Music

This option toggles the game's music on or off. Press the Control Pad Down to highlight the status. Then press the Control Pad Right or Left to set the music to ON or OFF. Press the A Button to confirm.

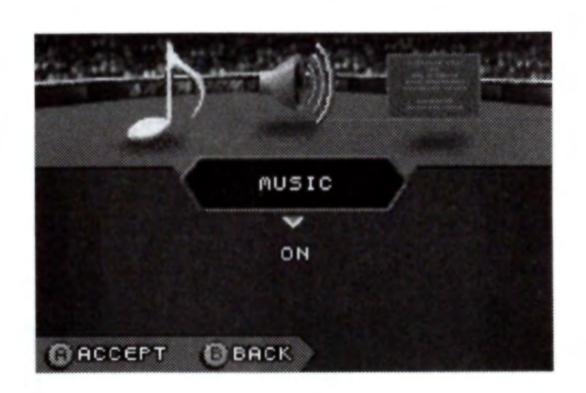
Sound

This option toggles the game's sound effects on or off. Press the Control Pad Down to highlight the status. Then press the Control Pad Right or Left to set the sound effects to ON or OFF. Press the A Button to confirm.

Credits

Pressing the A Button when this option is selected will display the game's credits.

Press the B Button at anytime to return to the previous screen.



Password Entry

On the Password Entry Screen, you can enter a password to return to a previous game. To enter a password:

*Use the Control Pad RIGHT and LEFT to move through the onscreen list of characters.

*Press the A Button to enter the character appearing in the center yellow box on the Password Entry Line. To remove a letter or symbol from the Password Entry Line, simply select the "<" left arrow symbol. Once all the letters or symbols of the desired password have been entered on the Password Entry Line, select the "OK" symbol.

*Press the B Button at anytime to cancel the password entry process and return to the Main Menu Screen.



Game Modes

On the Game Mode Screen, you can play in two different game modes. Press the Control Pad Up or Down and then press the A Button to select your desired game mode:

Quick Game

In this mode, you can race any track individually within Track Race or Crunch Melee Modes.

New Career

In Career Mode, you must race through all the tracks starting with the first. In order to advance to the next track, you must place in first or second in every race. When racing in this mode, you will alternate between Track Races and Crunch Melee Events.



Press the B Button at anytime to return to the previous screen.

Truck Selection

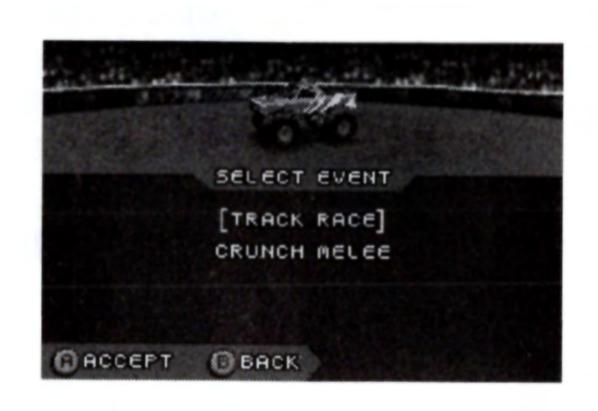
On the Truck Selection Screen, you can choose which truck you will race with. Press the Control Pad Left or Right to highlight each truck and then press the A Button to confirm your selection.

Press the B Button at anytime to return to the previous screen.



Event Selection

On the Event Selection Screen, you can choose which event to compete in. Press the Control Pad Up or Down to highlight the desired event and then press the A Button to confirm your selection.



Track Race

In this mode you can select a track and race against your competition. When playing in Career Mode, you must finish in first or second place to advance.

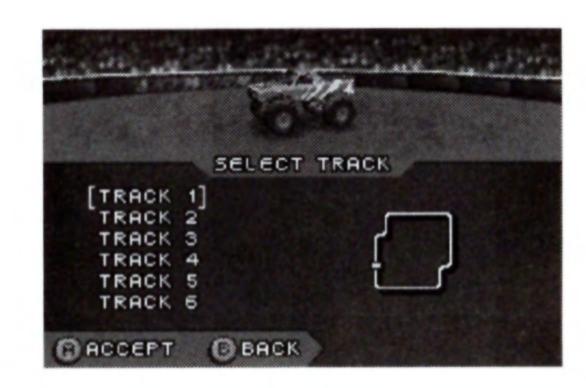
Crunch Melee

In this mode try and crunch the most cars before your competition can! You must crunch the most or second to the most to advance in Career Mode.

Press the B Button at anytime to return to the previous screen.

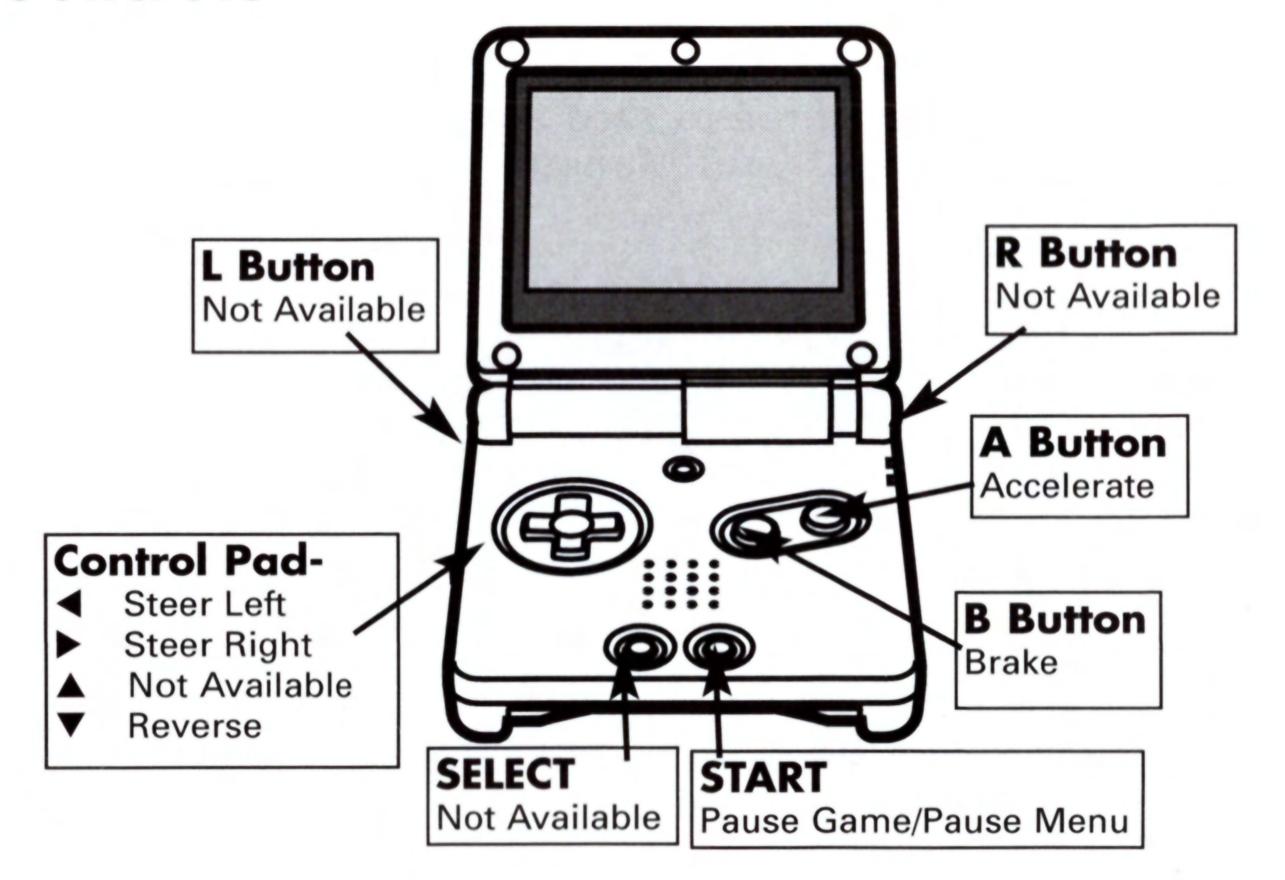
Track Selection

On the Truck Selection Screen, you can choose which truck you will race with. Press the Control Pad Up or Down to highlight the desired track and then press the A Button to confirm your selection.



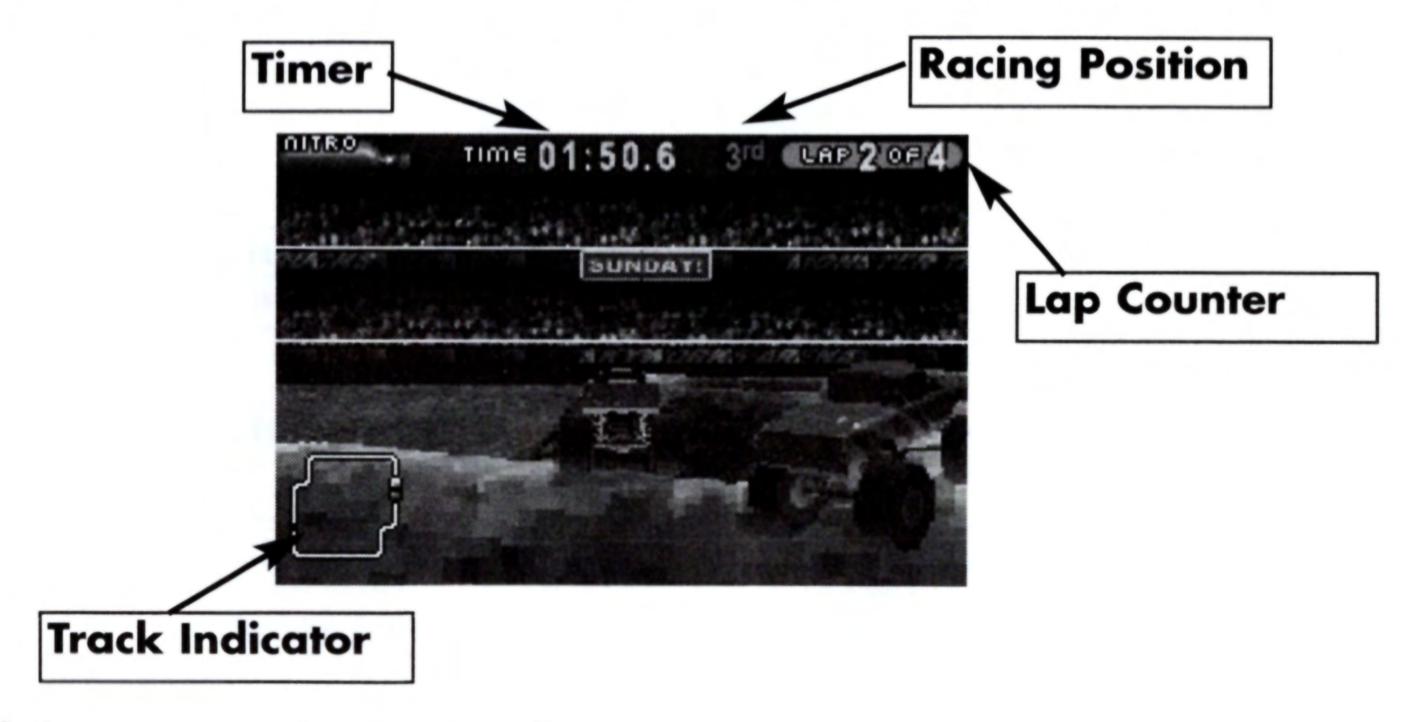
Press the B Button at anytime to return to the previous screen.

Game Controls



The Starting Line

When the Racing Screen appears, you will be positioned at the starting line. The racing timer will count down from three to zero and the race will begin. Using the Control Pad Left and Right, steer your Monster Truck around the track.



At the top of the screen, the Racing Status Area appears with the following information:

Timer: The timer will display the amount of time that has elapsed since the beginning of the race.

Racing Position: This number indicates your position in relation to the other drivers.

- **Lap Counter:** This indicates the current lap you are racing. The first number represents the current lap; the second number represents the number of laps in the race.
- **Track Indicator:** This displays the configuration of the current lap as well as the position of each of the four trucks. Your truck appears as the small yellow icon on the indicator.

While racing around the tracks, collect as many Money Pick Ups as you can to upgrade your Monster Truck in the Upgrade Shop.



The Pause Menu

When pressing START to pause the game, the Pause Menu will appear. On the Pause Menu, you can select the following options:

Continue: This option exits the Pause Menu and returns to the game.

Music-On/Off: This option allows you to turn on and off the music.

Sound-On/Off: This option allows you to turn on and off the game sound effects.

Quit: This option quits the current game and returns you to the Main Option Screen. You will be prompted one more time to verify that you want to quit. Press the Control Pad Up or Down to make your selection and press the A Button to confirm it.

The Upgrade Shop

On the Upgrade Shop Screen, you can upgrade your Monster Truck by adding a new engine, shocks, tires, a nitro boost, and a turbo boost. The amount of money you currently have will be displayed on the left hand side of the screen. Each item upgrade costs \$100 the first time you visit the shop and will increase on subsequent visits.

Press the Control Pad Left and Right to view the available items and press the Control Pad Down to select it. Once it is selected, press the Control Pad Left and Right to select the upgrade quality of the item. (For example, a slightly better engine will cost \$100, while a great engine will cost an additional \$500.) Press the A Button to confirm your purchase.

The current password is displayed on the bottom of the Next Event Screen. You should write it down if you wish to return to your position in Career Mode with your upgraded Monster Truck.



CREDITS

Developed by:

Skyworks Technologies, Inc.

Senior Programmer:

Richard Terranova

Executive producer:

Garry Kitchen

Creative Director:

Bill Wentworth

Senior Producer:

Alessandro De Lucia

Senior Art Director:

Jeremy Mayes

3D Artist:

Mick Posch

Interface / Menu Artist:

Julie Chase

Track Layout:

Alessandro De Lucia

Project Manager:

Roger Booth

Sound Design:

Chris Kelly

QA Supervisor:

Silas Law

QA Engineers:

Robert Prescott

Sean Barstow

Lohan-Roberto Jorge

Special Thanks:

Dan Kitchen

Laurette Kitchen

Published by: TESTERS:

DESTINATION SOFTWARE INC STUART APPLETON

VP of Development: KEVIN RUSSELL

Paul Tresise NUTTY SMITH

Senior Producer: MANAGEMENT:

Aeron Guy RATAN S MURALI

LEAD TESTER:

ECI TESTING SHARAD CHATURVEDI

MD: TESTERS:

R YOUNG RAJESH G S

HEAD OF TESTING DEVELOPMENT: NAGRAJ BITLA

LEN LATUT JAYDEEP SARKAR

SALES AND MARKETING:

RUSS PATIELE

© Destination Software, Inc. All rights reserved. "Skyworks" is a registered trademark of Skyworks Technologies, Inc. All rights reserved.

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded Is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied. Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

NOTES

NOTES

NOTES

Destination Software, Inc.

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

1-888-654-4447

www.DSIGames.com